

TERMINATOR® 3

RISE OF THE MACHINES™

Carbon Elements
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following rating from the ESRB



AT&T
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WEAPONS

Sure you're stronger than any human, but you still need firearms. Luckily, you've got plenty to choose from. Consult this chapter for the skinny on every weapon in the game.

Here you'll also find your guide to all the power-ups littering the battlefield. Find out what each does and what it contains. Knowing your power-ups helps you use them to their greatest advantage.

Weapons Directory

9MM Pistol



- **Time period:** Present
- **Secondary fire:** Rapid fire
- **Damage:** 10 per shot
- **Ammo:** Bullets
- **Shots in clip:** 33

This basic sidearm is just that: basic. In primary fire mode, it shoots single rounds with each trigger pull (great when you want to wound rather than kill). For more damaging fire, use the fully automatic secondary fire mode.

.30 Cal Machine Gun



- **Time period:** Present
- **Secondary fire:** Physical strike
- **Damage:** 20 per shot
- **Ammo:** Bullets
- **Shots in clip:** 120

Not many guns have the rate of fire of this monster, but the individual shots don't pack quite the punch of the Mini-Gun or the G36.

AR-15 Assault Rifle



- **Time period:** Present
- **Secondary fire:** Grenades
- **Damage (primary):** 20 per shot/150 per shot
- **Ammo (primary/secondary):** Bullets/grenades
- **Shots in Clip (primary/secondary):** 30/1

The AR-15 is a great multipurpose weapon, but its rate of fire and damage are less than the G36's. Given the choice, go with the G36. If you have only the AR-15, however, you're still in good shape.



C4 Explosives



- **Time period:** Both
- **Secondary fire:** Detonate all placed charges
- **Blast Radius:** 1,500
- **Damage:** 500

C4 is great for booby traps or breaking up environmental barriers. Use the primary fire button to affix the bomb to a surface. Or you can throw it toward a surface, and it'll stick automatically. Place as many charges as you like with the primary fire button. When you're ready for the earth-shattering kaboom, press the secondary fire button to detonate all mounted charges simultaneously.

EMP Grenades



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- **Time period:** Future
- **Secondary fire:** Detonate on impact
- **Blast Radius:** 900
- **Damage:** 150

This special grenade short-circuits machines while leaving people and inanimate objects unaffected. You won't seem them often, but they do work wonders against large clusters of mechanized foes.

G36 Assault Rifle



- **Time period:** Present
- **Secondary fire:** Grenade
- **Damage (primary/secondary):** 25 per shot/150 per shot
- **Ammo (primary/secondary):** Bullets/hand grenades
- **Shots in clip (primary/secondary):** 40/1

The best multipurpose weapon in the present-day armory. It deals out high damage with its quick bullet fire, and the secondary fire button can lob a shrapnel-spewing grenade. Reload is pretty quick too. Use it if you have need for the grenade feature; otherwise, choose the Mini-Gun.



Riot-Gas Grenade Launcher



- **Time period:** Present
- **Secondary fire:** Physical strike
- **Damage:** 150 per shot
- **Blast Radius:** 800
- **Ammo:** Gas grenade
- **Shots in clip:** 8

This specialized weapon holds eight gas grenades that can be fired individually or in rapid fire (by holding primary fire). Reload time is extremely long, however, so don't stand in the middle of the room shoving in charges.

Hand Grenade



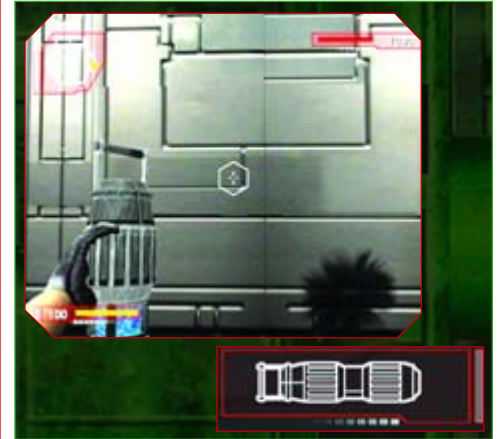
- **Time period:** Present
- **Secondary fire:** Detonate on impact
- **Blast Radius:** 800
- **Damage:** 150

You can use the Hand Grenade two ways: thrown or shot. Throw by pressing the primary fire button; the longer you hold the button, the farther the grenade is

thrown. Normally, grenades detonate a fixed time after being thrown, so there may be a delay before detonation. To arm them to detonate on impact, throw instead with the secondary fire button.

Shoot grenades by using any present-day weapon modified with a grenade launcher. These grenades serve as the ammo for those weapons.

Hydrogen Fuel Cell Bomb



- **Time period:** Future
- **Secondary fire:** None
- **Blast Radius:** 1,500
- **Damage:** 800

This bomb is the single most damaging weapon in the game. Throw it far, because its blast radius is wide. Rest assured, however, that nothing in its wake will be left standing.

MP5 SMG



- **Time period:** *Present*
- **Secondary fire:** *Three-shot burst*
- **Damage:** *15 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *30*

The MP5 is a top gun in firing rate, although its damage per bullet is pretty low. It's also hampered with a slow, multistep reloading procedure that requires a lengthy duck behind cover. Against fast, weak enemies like the Hunter/Killer, however, it's a very strong choice. The short burst secondary fire mode is good when the goal is to maim, not kill.

Mini-Gun

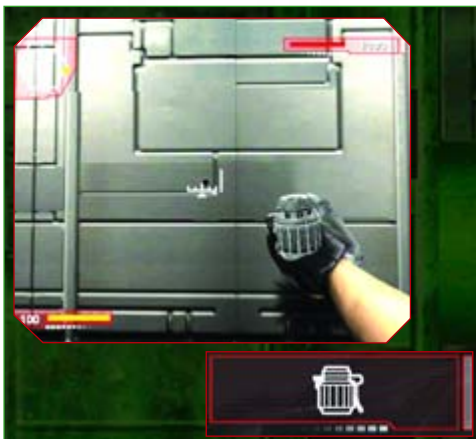


- **Time period:** *Present*
- **Secondary fire:** *Single shot (tap) or constant fire (hold)*
- **Damage:** *25 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *100*

This gun's handiwork is anything but "mini." A single trigger pull squeezes off five quick, high-damage bullets (the primary fire button must be released between bursts to fire again). Use the secondary fire button to fire a single shot (tap it) or fire a hailstorm of lead (hold the button).



Plasma Grenade



- **Time period:** *Future*
- **Secondary fire:** *Detonate on impact*
- **Blast radius:** *1,000*
- **Damage:** *150*

You can throw these always-useful future-period grenades individually or use them as ammo in any grenade-launching weapon. When throwing, hold the fire button longer to throw this pineapple farther. For quick use or use against heavy stationary objects (walls and cave-ins), use secondary fire mode to have the grenade detonate on impact (rather than bouncing off the target to diminished effect).

Pump Shotgun



- **Time period:** *Present*
- **Secondary fire:** *Physical strike*
- **Damage:** *5 per shot*
- **Ammo:** *Bullets*
- **Shots in clip:** *8*

The Pump Shotgun doesn't do much damage per shot, which makes it a good choice for maiming rather than killing. Otherwise, its small clip and lag between shots don't compensate for its moderately quick reload time.

RPG Rocket Launcher



- **Secondary fire:** *Physical strike*
- **Damage:** *200 per shot*
- **Blast radius:** *1,300*
- **Ammo:** *Rockets*
- **Shots in clip:** *1*

The RPG packs a serious wallop, but it holds only one rocket at a time and must, therefore, be reloaded after every shot. Because this is a slow procedure, limit use of the RPG to sniping situations.

SkyNet Assault Cannon



- **Time period:** *Future*
- **Secondary fire:** *Charged blast (1-5 charges)*
- **Damage:** *25 per shot*
- **Ammo:** *Energy Cell*
- **Shots in clip:** *35*

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This is the granddaddy of the Skynet weapons used by the elite red T-900s. The damage and rate of fire for this portable cannon is tremendous, and the multicharge secondary fire mode (hold the button longer to bundle up to five charges in a single shot) is a great tank-buster. Reload time is quick, too.

Skynet Arc-Laser



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** Two per second
- **Ammo:** Energy Cell
- **Shots in clip:** 400

The damage number seems low, but the Arc-Laser can dish out a lot of damage in a short period. Keep its constant beam focused on a locked target, and it'll be toast before you know it.

Skynet Lightning Gun



- **Time period:** Future
- **Secondary fire:** Chain lightning bolt
- **Damage:** Three per second
- **Ammo:** Energy Cell
- **Shots in clip:** 200

This high-energy weapon sends out a devastating blast of electricity into anything in the beam's path. Fire it in primary mode for some pretty impressive devastation, but use the quintuple-power secondary fire mode for those really sticky situations; this chain lightning bolt is more powerful, but it uses up charges five times as fast.

Skynet Phase Plasma Rifle



- **Time period:** Future
- **Secondary fire:** Grenades
- **Damage (primary/secondary):** 15 per shot/150 per shot
- **Ammo (primary/secondary):** Energy Cell/Plasma Grenade
- **Shots in clip (primary/secondary):** 30/5
- **Rate of fire (primary/secondary):** 1/1

The Phase Plasma Rifle is a definite improvement on the basic model, taking many of the best features of the Tech-Com version and improving on them. Damage is greater than the Plasma SMG, and the rate of fire is nearly as high, but what really rocks is the grenade launcher with a five-grenade clip.

Skynet Plasma SMG



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 10 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 40

Compared to the Tech-Com Plasma Rifle, this weapon has a much higher firing rate but a weaker punch to each shot. This makes it great for use against quick, weak units like Kites and Rovers and even green T-900s, but less effective against more powerfully armored targets. It also lacks the Tech-Com version's mounted grenade launcher. Steal one from a T-900 at the earliest opportunity.

Tech-Com EMP Gun



- **Time period:** Future
- **Secondary fire:** Two to seven shots in single burst
- **Damage:** 5 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 50

Although it's effective only against machines, this electromagnetic pulse gun easily disables any machine unlucky enough to meet it. For large groups of enemies, take the extra seconds and charge up the secondary fire mode for a multicharged blast.

Tech-Com Light Machine Gun



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 20 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 100

Its shots are only moderately powerful, but they launch at such a high rate that this won't matter. Reload is very slow, so duck behind something indestructible during clip changes and be sure to pop in a new one before a battle starts.

Tech-Com Micro Rocket Launcher



- **Time period:** Future
- **Secondary fire:** Three-shot burst
- **Damage:** 75 per shot
- **Blast Radius:** 650
- **Ammo:** Rocket
- **Shots in clip:** 5

A truly great weapon even in heated combat. Because it boasts a multishot clip, the time between shots is brief (though actual reload time is long). The secondary fire three-missile salute deals handily with even the strongest foe.

Tech-Com Plasma Rifle



- **Time period:** Future
- **Secondary fire:** Grenades
- **Damage (primary/secondary):** 20 per shot/150 per shot
- **Ammo (primary/secondary):** Energy/Plasma Grenade
- **Shots in clip (primary/secondary):** 20/2

Your basic weapon is anything but. It has a built-in grenade launcher that comes in handy against bunches of T-900s. Still, its rate of fire is pretty slow, which makes it a bad choice against fast-moving Kites or Rovers.



Tech-Com SAM Launcher



- **Time period:** Future
- **Secondary fire:** Physical strike
- **Damage:** 500 per shot
- **Ammo:** Rockets
- **Shots in clip:** 1

The SAM Launcher is great for taking out airborne units and tanks. Use the built-in sight, but keep in mind that it's accurate only at long distances. The SAM is good at its specialized use, but isn't good for combat because it has a slow reload time and a single-shot clip.

Tech-Com Sniper Cannon



- **Time period:** Future
- **Secondary fire:** Activates sniper scope
- **Damage:** 100 per shot
- **Ammo:** Energy Cell
- **Shots in clip:** 3
- **Rate of fire:** 1

The Sniper Cannon is capable of destroying an armored target with one shot. Its clip holds only three rounds, however, so aim carefully or you'll have to wait out a long reload.

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Activate the sniper scope by pressing the secondary fire button. In this view you can zoom up to x16 with your standard zoom controls.

Power-Ups

Power-ups are the items you can pick up in the game that provide weaponry, ammunition, or increases to health. Knowing what they look like and what they do is crucial to your survival.

Weapons



Often you'll find weapons on the ground that you can pick up and add to your collection. When you are using normal view, weapons on the ground pulsate slightly red. When you have infrared vision turned on, they show up highlighted.

Any character (friend or foe) who expires leaves behind a weapon for a short time. Search near fallen characters as quickly as you can, or the trusty sidearm won't be there when you arrive.

Power



The T-850 runs not on health but on power. Power is drained whenever the T-850 is injured for any reason. If power reaches zero, the T-850 suffers a total system failure. In other words, if you take too much damage, you'll have to restart the level or use a resume.

NOTE
Many (but not all) Power Cells respawn in their original positions, so you can keep coming back to find the same Power Cell in the same place if you wait long enough.

The only way to replenish power is to find Power Cells. These green cylinders restore 50, 75, or 100 percent power, so don't use them unless you are below 50 percent full power.

You can find Power Cells throughout the game levels, and many that appear along the game's critical path are highlighted in the walkthroughs.

Ammunition

Ammunition is acquired whenever you pick up a weapon dropped by another character or when you find a power-up containing the ammunition.

Energy Cells



Energy Cells power most future weapons. Each cell contains 30 energy and 20 plasma charges that can be utilized by any energy- or plasma-based weapons.

Ammo Crates

Ammo Crates come in many shapes and sizes and can contain a variety of explosives, such as grenades, missiles, and the like.

It's important to note that Ammo Crates will be different in future (glowing red or blue cylinders) and present levels (wooden crates).



Future Ammo Crates

In future scenarios, Ammo Crates contain rockets or Plasma Grenades or both. The number depends on which crate (blue or red) you find.



Present Ammo Crates

In present-day scenarios, they could contain either bullets (primary ammo for most present weapons) or some combination of rockets and Hand Grenades.



HUMANS AND MACHINES: A GUIDE TO FRIENDS AND FOES

The forces standing in the way of victory are many, varied, and terrifyingly powerful—so powerful that only another machine (that's you) can vanquish them.

Machines aren't, however, the only opposition you'll face. You must protect and preserve several innocents at all costs. In one episode, you actually switch sides and fight with the future machines against the future humans. Very confusing! To make matters even more complicated, you must take scrupulous care to hurt but not kill certain characters.

This guide, covering machines, humans, and special characters only encountered in hand-to-hand combat, will tell you everything you need to know about each: how strong they are, what weaponry they possess, how to fight them, and in what time periods you'll see them. Check back here for the information you'll need to prove victorious whenever you encounter a new enemy.

Machine

The machines are generally your enemies but will, in one instance, be your allies. Unless it's clear otherwise, however, kill 'em all (as the Tech-Com grunts say)!

CRS Labs Hunter/Killer



- **Time Period:** Present
- **Health:** 70
- **Weapons:** Machine gun, rockets

More heavily armored than their futuristic incarnations (the F/K Kite), but no less dangerous. Best countered with a high rate-of-fire weapon.



F/K Fighter-Light



- **Time Period:** Future
- **Health:** 80
- **Weapon:** Plasma gun

The smallest of the Fighter class airborne machines, the Fighters can't take much punishment, but they can dish out plenty in the meantime.

F/K Fighter-Standard



- **Time Period:** Future
- **Health:** 120
- **Weapons:** Twin plasma guns, Plasma Grenades

With double the firepower and considerably more armor than the Light version, the Standard Fighter is a serious threat. Ground it quickly when you sense fire from above.

F/K Fighter-Heavy



- **Time Period:** Future
- **Health:** 140
- **Weapons:** Multiple plasma guns

Although it's only a bit tougher in defensive attributes, the Heavy Fighter is jam-packed with even more guns for multiple simultaneous attacks.



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F/K Kite



- **Time Period:** Future
- **Health:** 20
- **Weapon:** Plasma gun

A commonly-seen foe buzzing in the air indoors and out, the Kite is easy to dispatch. Unfortunately, they usually travel in large packs, so dealing with one means taking fire from another. Continue moving and use a fast-firing weapon, such as the Skynet Plasma SMG.

F/K Rover



- **Time Period:** Future
- **Health:** 15
- **Weapon:** Plasma gun

The small mobile scouts fire at a high rate and can be hard to target because of their erratic movement. Nail 'em fast; downing them requires only a shot or two.

F/K Rover-Bomb



- **Time Period:** Future
- **Health:** 10
- **Weapon:** Fusion bomb

These look a lot like a regular Rover, but instead of keeping their distance, they run right at you. When you meet, it's *kaboom* thanks to the built-in fusion bomb. Avoid this suicide attack by using quick targeting; it takes only a single shot to shatter them.

F/K Sentry Gun



- **Time Period:** Future
- **Health:** 350
- **Weapons:** Multiple plasma guns, Grenade Launcher

These oversized turrets are the mother of all ground units. With several guns and thick armor plating over their entire shell, they're a nightmare. Stay behind cover and hit them with the hardest weapons you have.

F/K Tank-Light



- **Time Period:** Future
- **Health:** 160
- **Weapons:** Twin plasma guns, Grenade Launcher

Light Tanks are common indoors and out. Their double plasma gun fire isn't nearly as costly as the prolific grenade launches. Never let them get a clean shot at you, and hit them with a high-powered weapon.

F/K Tank-Medium

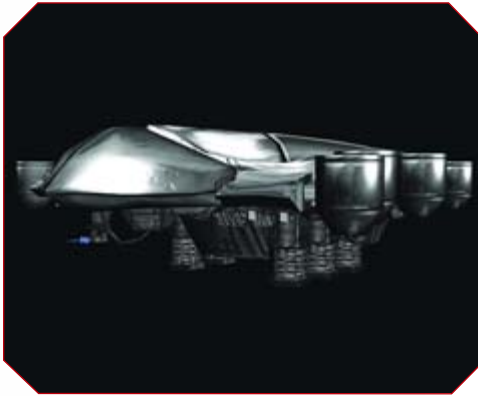


- **Time Period:** Future
- **Health:** 240
- **Weapons:** Multiple plasma guns, Grenade Launcher

If you have a weapon with a rocket, this is the time to use it. You don't want to face a Medium Tank for long. It has a lot more armor than the Small Tank, and it has several more plasma guns.

Humans and Machines: A Guide to Friends and Foes

F/K Transport



- **Time Period:** Future
- **Health:** 225
- **Weapons:** Multiple plasma guns

They may just be transport vehicles, but they're armed to the teeth. Get them before they land if you don't want to see the troops riding inside.

F/K Turret



- **Time Period:** Future
- **Health:** 35-80
- **Weapons:** Twin plasma guns/arc-laser

These stationary guns come in various sizes and configurations including a ceiling-mounted version armed with an arc-laser. Whatever the form, they're dangerous not because of their armor which is thin or firepower (which is considerable), but for their positioning. Turrets are usually located in corners or other hard-to-see places, so they can fire several shots before you can pinpoint the source. Weapons with a high rate of fire are your best bet, but a strong one-hit kill also works.

T1



- **Time Period:** Present
- **Health:** 160
- **Weapon:** Twin Mini-Gun

The T1 is the original Terminator. It moves slowly, and turns and targets even slower. Once it has you in its sights, however, it's a hail of bullets. Play duck-and-cover if you want to live.



T-900 Green



- **Time Period:** Future
- **Health:** 60
- **Weapons:** Skynet Plasma SMG, Skynet Phase Plasma Rifle

These basic Terminator models are lightly armored, but carry enviable weapons. Their targeting and rotation can be slow, however, so strafe whenever possible while fighting them.

T-900 Yellow



- **Time Period:** Future
- **Health:** 80
- **Weapons:** Twin Skynet Plasma SMGs

Though they have the same limitations as the green variety, the yellow T-900 carries more armor and a second Plasma SMG for double the firepower.



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T-900 Red



- **Time Period:** Future
- **Health:** 100
- **Weapon:** Skynet Assault Cannon

Other than sheer self-preservation, there's a good reason to blast a red T-900: its weapon. The Skynet Assault Cannon is the best all-purpose weapon in the game; the sooner you get your hands on one, the better. Red T-900s take longer to kill, but are still vulnerable to an opponent who stays on the move.

Human

Humans are, by and large, to be protected. But not always. Some levels require you to fight humans, sometimes to the death, and other times just to disable. Follow your objectives carefully and you'll know who's friend and who's foe.

Air Force Personnel



- **Time Period:** Present
- **Health:** 25-45
- **Weapon:** 9 MM Pistol

These folks are hapless victims during your visit to the CRS Labs in the present-day—cannon fodder for the rampaging T1s and Hunter/Killers. Do what you can to save them, but focus on protecting John and Kate.

S.W.A.T.



- **Time Period:** Present
- **Health:** 45
- **Weapons:** MP5, Grenade Launcher

When you encounter these law enforcement officers in the present-day, remember: They're just doing their job. They don't know you're helping mankind; to them, you're just a big guy with a big gun. Still, they'll hurt or capture John if you don't do something. Follow John's and Kate's instructions and "don't kill anyone." Single shots from a pistol or a shotgun are enough to hobble or scare off the S.W.A.T. officers, so aim and shoot carefully and conservatively. If one of them dies, your mission fails.

That said, they are shooting to kill you, so take cover whenever possible.



Tech-Com Soldier



- **Time Period:** Future
- **Health:** 45
- **Weapons:** Tech-Com Plasma Rifle, Tech-Com Micro Rocket Launcher

These grunts of the human forces are your friends in most of the future episodes, firing at the same targets as you and manning gun turrets. In one level, however, a flashback (or is it a flash-forward?) to the T-850s' successful assassination of John Connor, they're your enemies. Show no mercy in this situation and remember that EMP weapons won't work on them.

Tech-Com Officer



- **Time Period:** Future
- **Health:** 35
- **Weapon:** Tech-Com Plasma Rifle

You don't see these leaders in the field very often, except when your objectives require you to rendezvous with them. You won't see them as foes in combat, either.

Humans and Machines: A Guide to Friends and Foes

John Connor



- **Time Period:** Present
- **Health:** 100
- **Weapons:** Various

John is your responsibility. In the several present-day levels, his preservation is crucial; if you or anyone else terminates him, your mission fails. In these levels, John will often fight on his own but will mostly hang back while you clear the way.

In one future episode in which the T-850 is fighting for the machines, he'll appear briefly as a Tech-Com Officer. Then, and only then, may you kill him.

Kate Brewster



- **Time Period:** Present
- **Health:** 100
- **Weapons:** Various

In the present-day levels, Kate, like John, is your other responsibility. You must protect her and make sure nothing happens to her, or all is lost.

Bosses

Infiltrator



- **Time Period:** Future
- **Health:** 100
- **Weapon:** Hand-to-hand

This exact replica of your T-850 is the Terminator that killed John Connor in the future. Eventually, the worlds collide as the good T-850 and the evil face off in hand-to-hand combat.



T-X



- **Time Period:** Present
- **Health:** 100
- **Weapon:** Hand-to-hand

The T-X, the ultimate killing machine, appears four times in hand-to-hand combat levels (three times with her human appearance and once as a machine). With each encounter, she grows stronger, faster, more heavily armed, and capable of deadlier combinations.



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